

Why Did It Have To Be Me

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Music ³Why Did It Have to be Me´ CD Album ³Arrival´ (ABBA) track 8 available as mp3 download
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Sequence INTRO AA BC A INTER AB CA END
Rhythm Jive Phase III Speed : No Change
Timing 123&4;1&2 unless noted at beginning of measure Footwork : Opposite except where noted

INTRO

1 - 4 (OP FC WALL) WAIT;; APT, PT; TOG TCH CP WALL;
1-2 OP FC WALL Wait;;
SS 3 {Apart, Point} Stp apt L,-,pt R to ptr,-;
SS 4 {Together, Touch} tog R to CP WALL,-,tch L,-;

PART A

1 - 4 CHASSE L & R; CHNG PL R to L;;; CHNG PL L to R to SCP;;
1&23&4 1 {Chasse L & R} Chasse sd L/R,L, sd R/L, R;
2 {Change Places R to L} rk bk L, rec R, chasse sd L/R, L trng ¼ LF (fwd R trn ¾ RF under lead hnds);
3 Sd & fwd R/L, R (sd & bk L/R, L) to LOP LOD, {Change Places L to R to SCP} rk apt L, rec R;
4 Chasse sd L/R, L trng ¼ RF (fwd R/L, R trn ¾ LF under lead hnds), sd R/L, R (sd L/R, L cont to fc ptr) in SCP;
5 - 8 R TRNG FALLAWAY 2X;;; RK,REC,KICK BALL CHNG;
5 {Right Turning Fallaway Twice} rk bk L to SCP, rec R to CP, trng ¼ RF sd L/R,L;
6 Cont trn ¼ RF sd R/L, R fc RLOD, rk bk L to SCP, rec R to CP trng ¼ RF;
7 Sd L/R, L, cont trn ¼ RF sd R/L, R fc LOD;
8 {Rock, Recover, Kick Ball Change} rk bk L to SCP, rec R, kick L fwd/in pl L, R;

PART B

1 ±4 FALLAWAY RK;;; JIVE WLKS;; SWIV WLK 4;
1 {Fallaway Rock} Rk bk L to SCP, rec R to CP, chasse sd L/R,L;
2 Sd R/L, R, {Jive Walks} Rk bk L in SCP, rec R;
3 Chasse fwd L/R, L, R/L,R;
1234 4 {Swivel Walk 4} swivel fwd L, R, L, R;
5 - 8 THROWAWAY; LINK RK SCP;;; R TRNG FALLAWAY fc RLOD;;
5 {Throwaway} Chasse L/R, L, R/L, R trng ¼ LF on triples (pu R/L,R sd & bk L/R,L trn ¼LF) to end in LOP;
6 {Link Rock SCP} Rk bk L, rec R, chasse fwd L/R, L;
7 Sd R/L, R trn ¼ RF to SCP WALL, {Right Turning Fallaway} rk bk L in SCP, rec R to CP;
8 Trng ¼ RF sd L/R,L, sd L/R, L, cont trn ¼ RF sd R/L, R fc RLOD;
9 - 12 FALLAWAY RK;;; JIVE WLKS;; SWIV WLK 4;
9 {Fallaway Rock} Rk bk L to SCP, rec R to CP, chasse sd L/R,L;
10 Sd R/L, R, {Jive Walks} Rk bk L to SCP, rec R;
11 Chasse fwd L/R, L, R/L,R;
12 {Swivel Walk 4} swivel fwd L, R, L, R to RLOD;
13-16 THROWAWAY; LINK RK SCP;;; R TRNG FALLAWAY fc LOD;;
13 {Throwaway} Chasse L/R, L, R/L, R trng ¼ LF on triples (pu R/L,R sd & bk L/R,L trn ¼LF) to end in LOP;
14 {Link Rock SCP} Rk bk L, rec R, chasse fwd L/R, L;
15 Sd R/L, R trn ¼ RF to CP COH, {Right Turning Fallaway} rk bk L to SCP, rec R to CP;
16 Trng ¼ RF sd L/R,L, sd L/R, L, cont trn ¼ RF sd R/L, R fc LOD;

PART C

- 1 - 4 FALLAWAY RK;;; CHNG PL R to L;; CHNG PL L to R;
1 {Fallaway Rock} Rk bk L to SCP, rec R to CP, chasse sd L/R,L;
2 Sd R/L, R, {Change Places R to L} rk bk L, rec R;;
3 Chasse sd L/R, L trng ¼ LF (fwd R trn ¾ RF under lead hnds), sd & fwd R/L, R (sd & bk L/R, L) to LOP LOD;
4 {Change Places L to R} rk apt L, rec R, Chasse sd L/R, L trng ¼ RF (fwd R/L, R trn ¾ LF under lead hnds), sd R/L;
- 5 - 8 ,, CHNG HND B BHND BK 2X;;;, RK,REC;
1 Sd R/L, R (sd L/R, L cont to fc ptr), {Change Hands Behind Back Twice} rk bk L,rec R pl R hnd over W R hnd rel L hnd;
2 Fwd L/R (W fwd R/L), L trn ¼ LF (trn ¼ RF), chng W R hnd into L hnd bhnd bk chasse R/L, R trn ¼ LF (trn ¼ RF) to LOP RLOD;
3 Rk bk L,rec R pl R hnd over W R hnd rel L hnd, fwd L/R (W fwd R/L), L trn ¼ LF (trn ¼ RF);
4 Chng W R hnd into L hnd bhnd bk chasse R/L, R trn ¼ LF (trn ¼ RF) to LOP RLOD;{Rock, Recover} Rk bk L, rec R fc LOD;

INTERLUDE

- 1 - 2 FALLAWAY RK;;;, RK,REC;
1 {Fallaway Rock} Rk bk L to SCP, rec R to CP, chasse sd L/R,L;
2 Chasse R/L, R, {Rock, Recover} rk bk L, rec R;

END

- 1 - 2,, 4 PT STPS;; FREEZE ON 5,,
1234 1 {Four Point Steps} Looking LOD pt L sd & fwd, sd L, looking RLOD pt R thru, fwd R;
1234 2 Looking LOD pt L sd & fwd, sd L, looking RLOD pt R thru, fwd R;
1- 3 {Freeze on 5} Looking LOD pt L sd & fwd and hold,,